SNS-ATBE-USA

TECMO® SUPER BASEBALL™

INSTRUCTION BOOKLET

TECMO 16 Bit SPORTS

MAJOR LEAGUE BASEBALL PLAYERS

SUPER NINTENDO ENTERTAINMENT SYSTEM

Thank you for choosing the Tecmo® Super Baseball™ game pak by TECMO, LTD.

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION & PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

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1. TECMO SUPER BASEBALL

With Tecmo® Super Baseball™, you have the power to recreate all of the games of the 1993 season. Whether you simply manage the teams or actually control the major leaguers, the season is yours to relive. All of the major league players who shaped the pennant race are here along side each city's most valuable players. Which twenty-five players make up each team? We'll show you their strengths and weaknesses based on their 1993 statistics and you decide. So let's get started, it's time to teach you how to take control of the ballpark.

- **Convenient Power-off Memory Function:**

This game pak is equipped with a back-up battery to save the results of games which have been played over the course of a season.

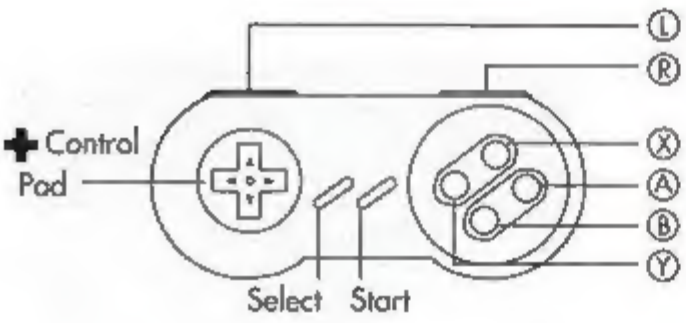
To protect the data which is saved by the battery, never turn the power switch on and off rapidly. Doing this may cause data or scores that have been saved by the battery back-up to be changed or lost.

(To reset the memory - see page 20)

2. OPERATION OF THE CONTROLS

Pressing any button during the demo screens will cause the title screen to appear. Press the ***start*** button for the Main Menu screen. Move the ✚ Control Pad up and down to make your choice from the Main Menu options:
1.) Preseason 2.) Season Game 3.) Super-Star Game
4.) Team Data. For details concerning the menus, refer to the corresponding sections which follow.

Making Menu and Data Choices:



Menu Controls

✚ Control Pad	Used to move the ► mark when choosing items.
Ⓐ Button	Used to make your choices.
Ⓑ Button	Used to cancel your choices.

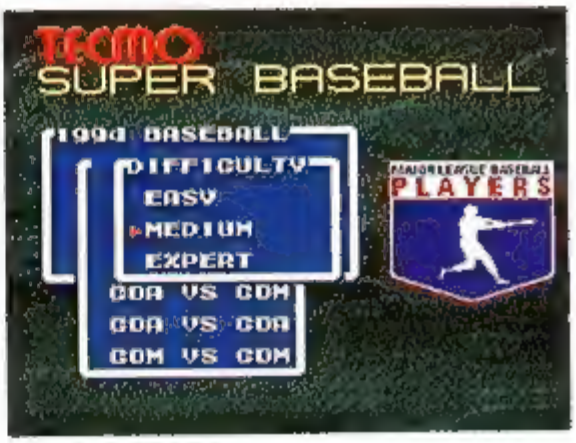
Window Controls

Choosing Items - Press ✚ Control Pad in direction of desired choice	
Entering a choice	Ⓐ Button
Canceling a selection or returning to the previous screen	Ⓑ Button

3. TECMO SUPER BASEBALL THREE GAME MODES

#1 - Preseason Game

To play a preseason game, begin by choosing ***Preseason Game***, then select Team Control, and finally, choose the home and visiting teams from among all 28 teams, or either of the two Super-Star teams. Please note that data from preseason games is not saved by the backup memory.



If you choose ***Preseason*** from the menu, the Team Control window will appear. The ✚ Control Pad indicator will be next the word ***Control***. If you press the Ⓐ Button you can adjust the difficulty level of the game by moving the ✚ Control Pad to the different difficulty levels: ***Easy*** - The easiest play level, ***Medium*** - the standard play level, and ***Expert***, which is the most difficult level to play. Seasonal Play is always played at the Expert level.

*Use this window to determine the play mode for your game (See Team Control for more details — Page 14).

*Once you have selected your game mode, the Team Selection Screen will appear. Choose your team from this screen. You can also cancel your selection by pressing the Ⓑ button.

*Repeat this process to select the opposing team. The game will begin after both teams have been selected.

#2 - Regular Season Play

Each team will play the games listed in the schedule. You can choose to play a ***Regular***, ***Reduced***, or ***Short*** season when you reset the Season Schedule. The top teams in each division, as well as one wild card team with the best win-loss record, will be paired up in the playoffs to see who will advance to the World Championships. Player statistics and Team records are retained in the memory of the cartridge throughout the entire season.

*Choose ***Season Game*** from the Main Menu. The ***Regular Season*** window will appear.

*Check the ***Schedule*** and set the ***Team Control*** before using ***Game Start*** to begin your season (See the Regular Season Game section for details - Page 14).

#3 - Super-Star Game

The Super-Star game is a match-up between the best players in baseball. The starting line-ups of each Super-Star team can be changed by entering the ***Team Data***.

*Choose ***Super-Stars*** from the Main Menu and the Super-Stars Window will appear. From here you can choose either ***Play Game*** or ***Draft***. You can draft players from either the A League or N League. When you are ready to begin, choose Play Game and pick the game mode.

Team Data

When you want to look up a team or player's data, or to alter the batting or pitching line-up, choose the team from the list and press the Ⓐ Button. Data for the team you have chosen will appear on the screen.

Once you are on a team's data screen, you will have the choice to look at the following items:

1.) ***Batter Stats***
2.) ***Pitcher Stats***
3.) ***Stat Leaders***
4.) ***Pitching Lineup***
5.) ***Defensive Lineup***
6.) ***Batting Order***

Select ***Batting Stats*** if you want to cycle through the lineup and examine each hitter's statistics or abilities.

Use the ✚ Control Pad to select ***Batter Stats*** and press the Ⓐ Button. The ► symbol will be displayed in the roster column. Use the ✚ Control Pad to select a player, and then press the Ⓐ Button to see that player's statistics for the current season.

The statistics break down as follows:

AB: At Bats = Number of times a player batted

H: Hits = Number of hits a player has

OB: On Base Percentage = The frequency in which a player reaches base

R: Runs = The number of Runs a player has scored

AVG: Batting Average

vsL: Batting average against Left handed pitchers

vsR: Batting average against Right handed pitchers.

2B: Doubles = The number of doubles a player has hit

3B: Triples = The number of Triples a player has hit

HR: Home Runs = The number of Home Runs a player has hit

RBI: Runs Batted In = The number of Runs a player has Batted In to score.

SO: Strike Outs = Number of times the batter has struck out.

SB: Stolen Bases = Number of bases a player has stolen.

SLG: Slugging Percentage = Indicator of a players ability to get extra-base hits.

BB: Base on Balls = Number of walks a players has received.

Also included on a player's data screen, is the player's ability ratings.

Ability Indicators for all players

Hit:	The ability to make contact with the ball.
Steal:	The ability to successfully steal a base.
Power:	How hard a player hits the ball.
Clutch:	How well the player hits when the pressure is on.
Speed:	How fast of a base runner a player is.
Glove:	How well the player fields their position.
Arm:	How strong of a throwing arm a player has.

Pitcher Stats

Select ***Pitcher Stats*** if you want to cycle through the rotation or bullpen in order to examine each hitter's statistics or abilities.

Use the ✚ Control Pad to select ***Pitcher Stats*** and press the Ⓐ Button. The ► symbol will be displayed in the Starters column. Use the ✚ Control Pad to select either a starter, reliever, or closer, and then press the Ⓐ Button to see that player's statistics for the current season.

The statistics break down as follows:

G:	Games = Number of games in which the player has appeared
W:	Wins = The number of games a player has won
L:	Losses = The number of games a player has lost
ERA:	Earned Run Average = The average amount of earned runs a pitcher gives up per nine innings

Pitcher Stats *(cont.)*

IP:	Innings Pitched = The total number of innings a pitcher has pitched
H:	Hits = The number of hits a pitcher has allowed
BB:	Base on Balls = The number of walks a pitcher has allowed
SO:	Strike Outs = The number of batters a pitcher has struck out
GS.	Games Started = The number of times a pitcher has started a game
CG:	Complete Games = The number of games in which no other pitcher beside the starter appeared.
BR/9:	Base Runners per Nine Innings = The average number of batters the pitcher allows to reach base per nine innings
SO/9:	Strike Outs per Nine Innings = The average number of strike outs the pitcher has per nine innings

Also included on a player's data screen, is the pitcher's ability ratings.

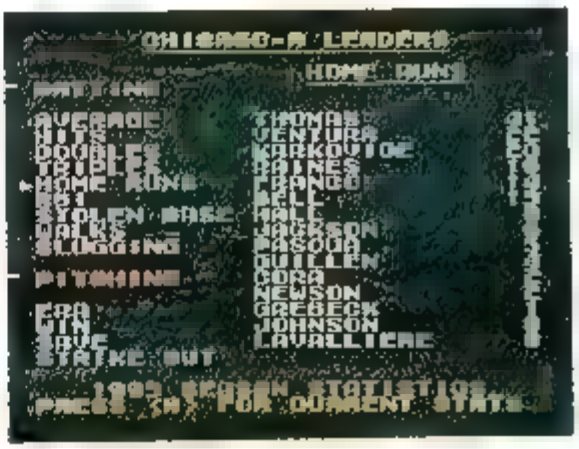
Ability Indicators for all pitchers:

Stamina:	How long a pitcher can effectively pitch
Velocity:	How hard the pitcher can throw the ball
Movement.	How much movement a pitcher can put on a ball
RUN-HLD:	Runners Hold measures how well a pitcher holds a base runner and prevents them from stealing
Control:	Measures how often a pitcher throws strikes, and doesn't walk batters
Jam:	Measures how well a pitcher handles himself in tight situations
Specialty Pitch.	This is the name of the pitch which the pitcher uses as his "out pitch." The Specialty Pitch is the pitcher's best pitch.

Stat Leaders

Stat Leaders ranks the players on the team according to the various statistical categories.

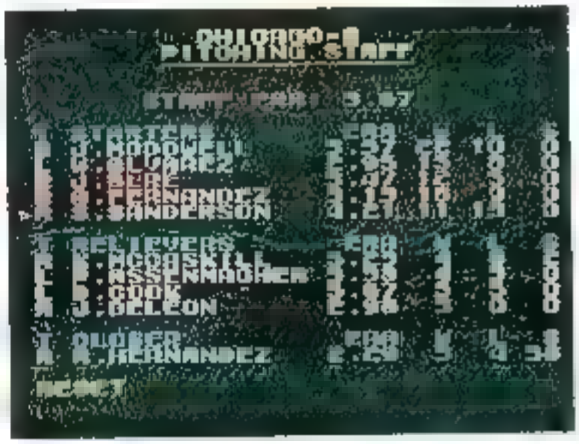
If you want to see who leads a team in Home Runs, then use the ✚ Control Pad to move down to Home Runs. The players on the team will then be ranked according to who hit the most homers, down to who hit the least.



Pitching Staff

Use the ✚ Control Pad to select ***Pitching Staff***, and then press the Ⓐ Button to make changes or to check the pitching rotation.

If you would like to alter the rotation, or put a reliever in the starting rotation, move the ✚ Control Pad to the player you wish to move and press the Ⓐ Button. The selected player's name will then become a different color. Now move the ✚ Control Pad again to the player you wish to move, and then press the Ⓐ Button. After you press the button for the second time the two players will have switched positions.



Defensive Line-up

Use the ✚ Control Button to select ***Defensive Line-up***, and then press the Ⓐ Button when you want to have a player play at a different position in the field, or to make a bench player into a starter.

Once you enter ***Defensive Line-up***, move the ✚ Control Pad to the player you wish to remove from his starting position, and press the Ⓐ Button. After you press the Ⓐ Button, the player will become a different color. Now move the ✚ Control Pad to the player you wish to insert into the starting position and press the Ⓐ Button again. This will change the defensive assignments. You can also swap starting player's positions by using this same procedure.

Batting Order

Use the ✚ Control Button to select ***Batting Order***, and then press the Ⓐ Button when you want to alter the order in which a team's players come to bat.

Once you have entered ***Batting Order***, select the player you wish to move by pressing the Ⓐ Button. After the player's name has changed color, select the other player you wish to move and press the Ⓐ Button again. After you have pressed the Ⓐ Button for the second time, the players will change positions.

Regular Season

When you choose Regular Season play, you are able to recreate and influence the many exciting situations which occurred during the 1993 season. There is a vast array of options available which will help you bat your way to the World Championship.

Team Control

*Use the following modes to control your team.

1.) MAN: Used to control all aspects of play for a particular team.

2.) COA: Used to enjoy the experience of actually managing a major league baseball team. You tell the players when to steal, bunt, intentionally walk a batter, or anything else a manager would instruct his players to do. During the game, players will perform to the best of their abilities according to the manager's instructions.

3.) COM: Used to allow the luxury of watching your favorite team play, while leaving all of the controls to the computer.

4.) SKP: Used to skip past games without having to watch them played. The computer controls all functions in this mode.

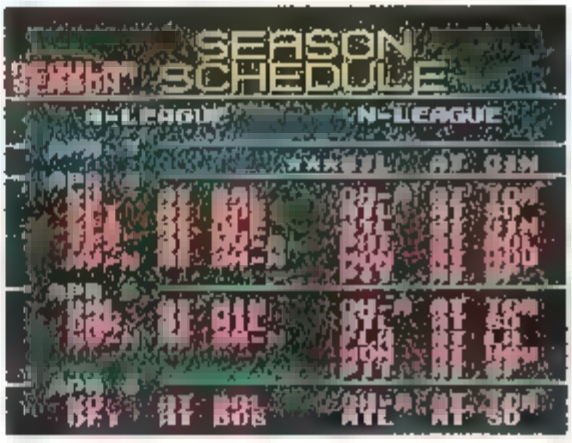
*In a regular season game, move the ► symbol to a team's name and press the Ⓐ Button to change the team's control mode.

Pressing the Ⓐ Button will switch the control from SKP, to COM, MAN, or COA. Press the Ⓑ Button when you have the desired settings. Remember that just because you have chosen the MAN control for two different teams doesn't necessarily mean that the teams will immediately play each other. Teams with MAN control must face each other in the course of a season in order for a two player season game to occur.

MAN vs COM/SKP	One player game. Controller 1 PLAYER against the COMPUTER.
MAN vs MAN	Two player game. Controller 1 PLAYER against Controller 2 PLAYER
MAN vs COA	Two Player Game. Controller 1 PLAYER against Controller 2 COACH.
COA vs COM/SKP	One player game. Controller 1 COACH against COMPUTER.
COA vs COA	Two Player game. Controller 1 COACH vs Controller 2 COACH.
COM vs COM/SKP	COMPUTER against COMPUTER. Computer plays both teams, but the player can watch.
SKP vs SKP	COMPUTER against COMPUTER. ***Game is skipped***. Computer plays both teams.

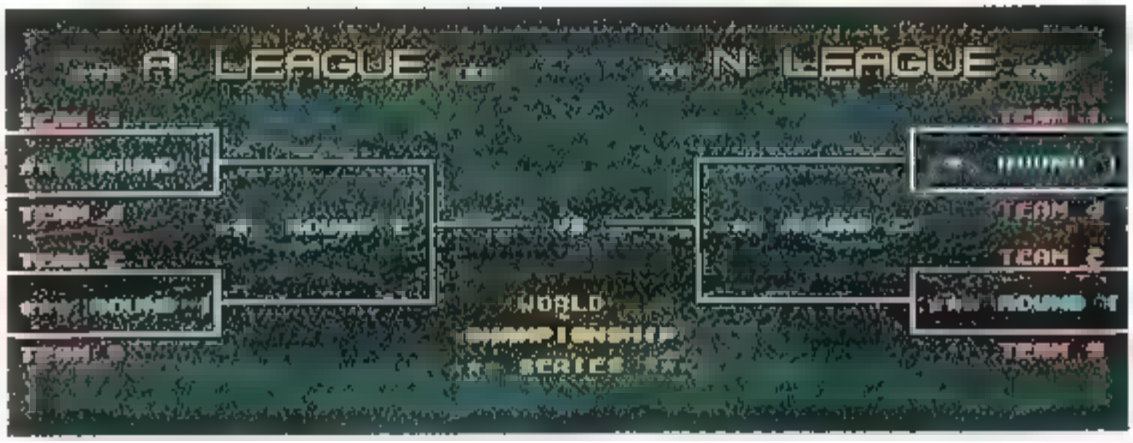
Schedule

Use this mode to see the schedule of games. You can see a few games before and a few games after the "next game" to be played in the season. Three ***Stars*** indicate the next game which will be played. (Note: Games are listed in different colors for a reason. For more details, see page 22)



*You can also use this mode to check the play-off schedule. Press the Ⓐ Button during the schedule screen to get to the schedule window. If you want to return to the schedule screen, press the Ⓑ Button. Use the ✚ Control Pad to choose ***Play-Off***, press the Ⓐ Button, and the ***Play Off Schedule*** screen will be displayed.

Move the ✚ Control Pad to the right or left to see the entire play-off schedule. For details concerning the reset command, see page 20.



◄ Slide to the Right or Left ►

Game Start

Select the ***Game Start*** option and then press the Ⓐ Button to start the next game in the regular season schedule. The final results of the season games are recorded in the cartridge memory. Remember that data from ***Preseason*** and ***Super-Star*** games are not saved in the game pak memory.

Standings

This section displays each team's current won/lost record for the season. Teams are divided into the national region in which they play.

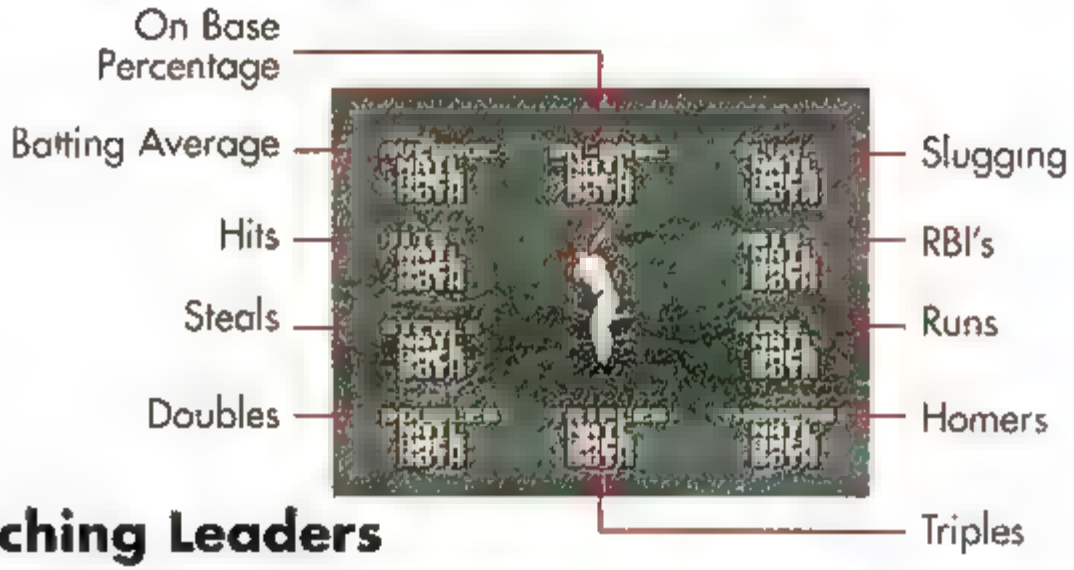
W: Number of Games won
L: Number of games lost
PCT: Winning percentage
GB: Number of games behind the first place team

Batting Leaders

Use this mode to see the ranking of the 20 best batters in each category. You can view the leaders in the A league and N league combined, or just view the N league leaders, or the A league leaders. Simply choose the category, then A league, N league, or Both, and then press the Ⓐ Button to review the data. The pictures of the top three leaders will be below the rankings.

*Viewing items: Use the ✚ Control Pad to select which item to view. Press the Ⓐ Button to review your selection. You can see more leaders in the chosen category by pressing down on the ✚ Control Pad. If you want to review the higher ranking players again, simply press up on the ✚ Control Pad.

Batting Categories:

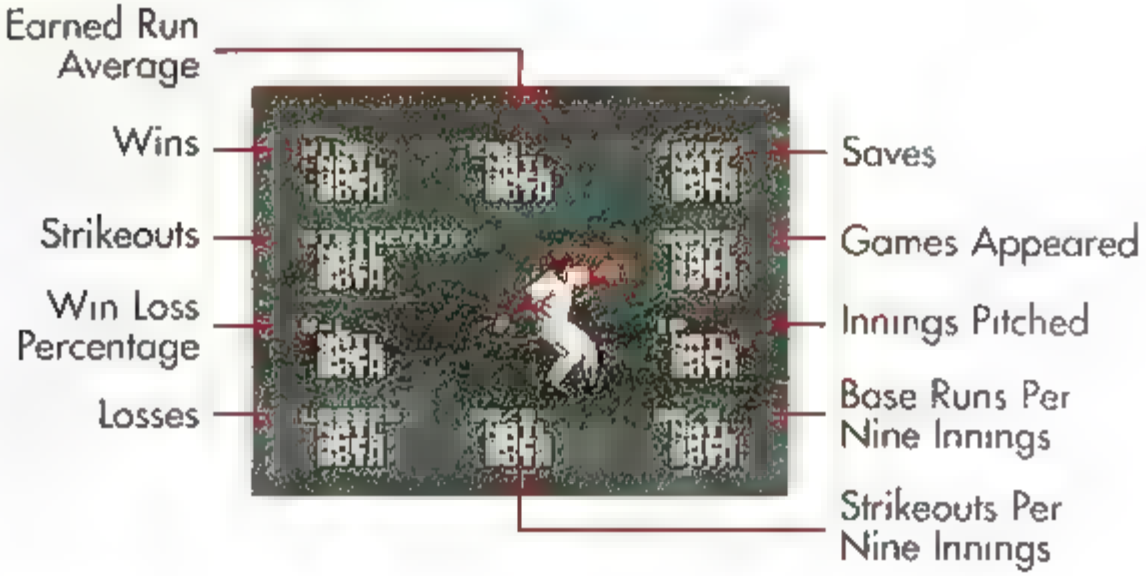


Pitching Leaders

Use this mode to see the ranking of the 20 best pitchers in each category. You can view the leaders in the A league and N league combined, or just view the N league leaders, or the A league leaders. Simply choose the category, then A league, N league, or Both, and then press the Ⓐ Button to review the data. The pictures of the top three leaders will be below the rankings.

*Viewing items: Use the ✚ Control Pad to select which item to view. Press the Ⓐ Button to review your selection. You can see more leaders in the chosen category by pressing down on the ✚ Control Pad. If you want to review the higher ranking players again, simply press up on the ✚ Control Pad.

Pitching Categories:



Team Data

Use the ***Team Data*** option to see Team Data and Player Data. For more details concerning Team Data, turn to page 8.

Play Season

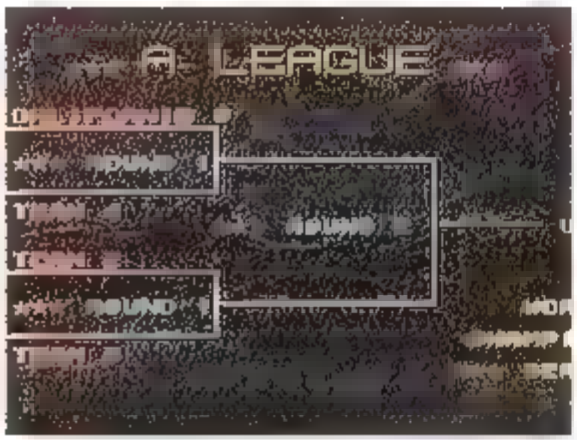
When you select the ***Play Season*** option, you will simulate an entire season's worth of statistics.

*Use the ✚ Control Pad to select the ***Play Season*** option and press the Ⓐ Button. The computer will immediately begin to play whatever type of season schedule you have programmed in the ***Schedule*** mode. Playing an entire season take a few minutes to complete, but a countdown is present to help you know how much time is left before the new season is complete.

Reset Schedule Command

To Reset the regular season schedule, press the Ⓐ Button during the ***Schedule***. When you press the Ⓐ Button, a window will appear which contains ***Reset***. Use the ✚ Control Pad to select ***Reset*** and then press the Ⓐ Button. If you do not want to reset the memory in your game pak, then press the Ⓑ Button to cancel the choice. Another box will appear, and if you select ***Yes***, and press the Ⓐ Button, all of the information which was saved in the game pak will be erased.

When you have played all of the ***Regular Season*** games, selecting ***Schedule*** will display the playoff schedule instead of the regular schedule. To get the option window, press the Ⓑ Button when the play-off screen is displayed



Type of Schedule

After you have reset your schedule, the ***Season*** window will appear.

Use the ✚ Control Pad to select the type of schedule you wish to use and press the Ⓐ Button.

The ***Regular***, ***Reduced*** and ***Short*** season settings determine the number of games that are played in the regular season and in the play-offs.

	Games	1st Round Play-off	2nd Round Play-off	Chmpnshp Series
Regular Schedule	162	5	7	7
Reduced Schedule	81	3	3	5
Short	13	1	1	3

*Whenever the game pak memory is reset, other items saved in the game pak memory are reset including the Team Control settings which are reset to SKP. Be sure to set your favorite team to MAN or COA before you select ***Start Game***.

Colors of Games Listed in the Schedule

A game in the ***Schedule*** may be listed using one of three different color classifications.

White: Games which are actually played. All games which are set to a COM, MAN, or COA settings appear in ***White***.

Pink: Games which will be skipped (automatically played by the computer) are listed in ***Pink***.

Grey: Games which have already been played, or games which are not scheduled to be played are displayed in ***Grey***.

Note: If the ***Reduced*** or ***Short*** season is selected, games from the Regular Season which are not played appear in Grey.

4. GAME START

Play Ball!

When you select ***Game Start***, the next game appearing in schedule will immediately begin. The game which will be played next is indicated by three stars next to the game.

Control Mode Settings

SKP-vs-SKP
The computer will play the entire game, and only the final results of the game are displayed.

COM-vs-COM, COM-vs-SKP, SKP-vs-COM
The computer will play the entire game on the screen

MAN-vs-COM & MAN-vs-SKP
This is a one player ***manually controlled*** game against the computer

COA-vs-COM & COA-vs-SKP
This is a one player ***coach mode*** game against the computer

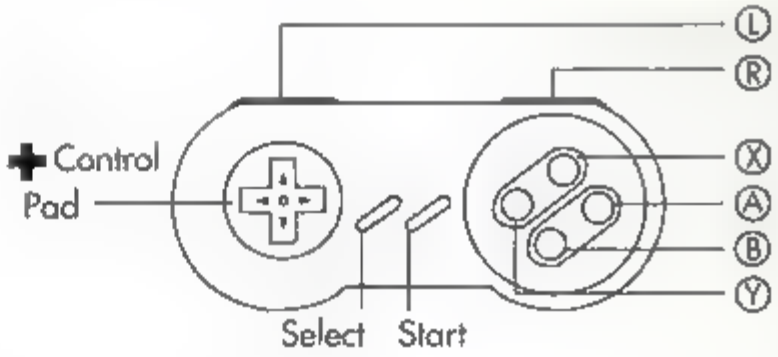
MAN-vs-COA, COA-vs-MAN
This is a two player game. One of the teams is ***manually controlled*** and the other team is in ***coach mode***.

MAN-vs MAN
This is a two player game with each team manually controlled.

After you have checked the schedule, and set your Team Control, you are then ready to begin a game

Note that after you have selected ***Game Start***, and before the game actually begins, you can return to ***Regular Season*** by pressing the Ⓑ Button.

Controller



List of Controller Techniques

Batting

Change the Perspective	Press the ***Select*** Button
Swing the Bat	Press the Ⓐ Button
Select Swing type	Press ✚ Control Pad in direction of desired swing
Check Swing	Release the Ⓐ Button before completing a full swing
Bunt	Press the Ⓑ Button
Signs	Press the Ⓧ Button
Manager	Press the Ⓨ Button
Advance Runner to Second	Press the Ⓐ Button and the ✚ Control Pad Down
Advance Runner to Third	Press the Ⓐ Button and the ✚ Control Pad Right
Advance Runner to Home	Press the Ⓐ Button and the ✚ Control Pad Up
All Runners Advance	Press the Ⓡ Button
Return to First	Press the Ⓑ Button and the ✚ Control Pad Left
Return to Second	Press the Ⓑ Button and the ✚ Control Pad Down
Return to Third	Press the Ⓑ Button and the ✚ Control Pad Right
All Base runners return to the previous base	Press the Ⓛ Button
All Base runners Steal	Press the Ⓡ Button before choosing pitch

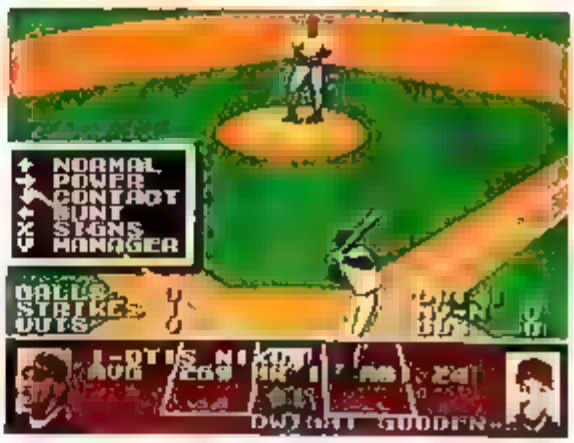
Pitching

Change the Perspective	Press the ***Select*** Button
Pitch the ball	Press the Ⓐ Button
Select pitch type	Press the ✚ Control Pad in direction of the desired pitch
Pick-off	Press the Ⓑ Button after a pitch has been selected
Defense	Press the Ⓧ Button
Manager	Press the Ⓨ Button
Move Pitcher Left	Press the Ⓛ Button
Move Pitcher Right	Press the Ⓡ Button
Intentional Walk	Press the Ⓧ button after a pitch has been selected
PitchOut	Press the Ⓨ Button after a pitch has been selected

Fielder

Field the Ball	Move fielder to the ball with the ✚ Control Pad
Throw the ball	Press the ✚ Control Pad toward desired base and press the Ⓐ Button
Throw to Home	Press the Ⓐ Button and press Up on the ✚ Control Pad
Throw to First	Press the Ⓐ Button and press Left on the ✚ Control Pad
Throw to Second	Press the Ⓐ Button and press Down on the ✚ Control Pad
Throw to Third	Press the Ⓐ Button and press Right on the ✚ Control Pad
Catching a fly ball	Move the fielder under the ball and wait until he catches the ball
Dive Left	Press the ✚ Control Pad left and the Ⓐ Button
Dive Right	Press the ✚ Control Pad right and the Ⓐ Button

Batting Window



When you are up to bat, a window will appear offering you different types of batting swings, as well as the opportunity to make managerial decisions. To choose any of the batting swings, simply press the ✚ Control Pad in the direction which the arrow is pointing. For example, press right for a ***Power*** swing, and down for a ***Contact*** swing.

Normal - A normal batting swing is a standard swing at any pitched ball. A player who uses the ***Normal*** swing doesn't gain any power or contact advantages, but the also do not suffer any power of contact penalties.

Power - A player who uses the ***Power*** swing greatly increases their chance of either an extra-base hit, or even a home run. The main side effect of a ***Power*** swing is that a player who is using the ***Power*** swing has a greater chance of not making contact and striking out.

Contact - The ***Contact*** swing is used when the player either absolutely needs to hit the ball or at the very least make contact and not strike out. The disadvantage of a ***Contact*** swing is that a players power is greatly decreased. Only the most powerful players can swing for ***Contact*** and still hit a home run.

Bunt - A ***Bunt*** is when the player holds the bat as to tap a pitched ball and make it roll on the ground very slowly away from both the catcher and the pitcher. When the player tries to ***Bunt***, they are either trying to sacrifice themselves so that a baserunner can advance a base into scoring position, or else trying to surprise the defense in order to reach first base. A ***Bunt*** is a very important part of offensive strategy. It is much easier to score a runner from second than it is to score a runner from first, so always be thinking about ways to get a base runner to second base. If you are trying to bunt for a hit, try to only use your fastest runners.

Signs- Press the Ⓧ Button to access ***Batting Signs***. For more information, see the section concerning ***Batting Signs***.

Manager - Press the Ⓨ Button to access ***Manager Batting Options***. For more information, see the section concerning ***Manager Batting Options***.

Batting Signs

When you are at bat, you can give certain signs to either the batter or base runner.

Steal - Pressing the Ⓧ Button to activate ***Signs***, and then pressing the Ⓐ Button with runners on base will tell the base runners to try and steal an open base With runners on first and second base, a steal will only advance the runner on second base, and a steal attempt with runners on first and third will only send the runner at first.

Double Steal - Pressing the Ⓧ Button while on the ***Signs*** screen, and then pressing the Ⓧ Button will cause runners on first and second to attempt to advance to second and third base. A ***Double Steal*** with runners on first and third will cause an attempted steal of second, and if possible, a steal of home plate.

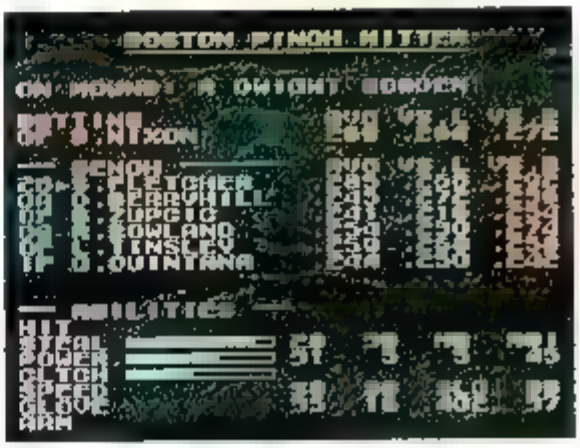
Hit and Run - Pressing the Ⓧ button to bring up the ***Signs*** window, and then pressing the Ⓨ Button will tell the runner(s) and batter to try and ***Hit and Run***. A ***Hit and Run*** play tells the runners to start running as soon as the pitcher throws a pitch to the batter. The batter does whatever he can to make contact with the pitch so as to protect the runner(s) from being thrown out. The ***Hit and Run*** play is a good strategy for a manager who does not tend to hit double plays.

Manager Batting Options

When you would like to make a substitution, check the scoreboard, or even examine your team stats, simply press the Ⓨ Button to enter the ***Manager*** screen.

Pinch Hitter - If the game is heating up, the scores are close, and you would like a better batter at the plate, press the Ⓨ Button, and choose ***Pinch Hitter***. The ***Pinch Hitter*** screen will tell you how well your batter hits left handed, or right handed pitches. The batting average against the type of pitcher presently in the game is highlighted to help you choose the best player available for pinch

hitting. When you are ready to put a player into the game, press the Ⓐ Button and the current player's name will be highlighted. Use the ✚ Control Pad to find the player you wish to put into the game and press the Ⓐ Button again. The pinch hitter will be put into the game, and the other player will be removed from the game. On certain levels of difficulty, a warning message will remind you that a player removed from the game cannot return to play, so be careful about who you remove.

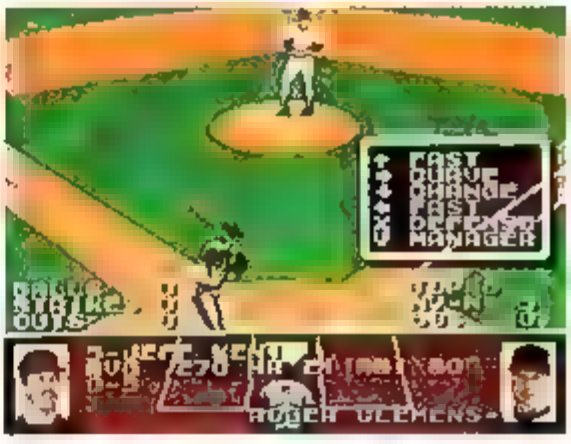


Pinch Runner - When you absolutely need a fast runner on the base paths, press the Ⓨ Button, and choose ***Pinch Runner***. Once you enter the ***Pinch Runner*** screen you will see the names of the runners on base as well as their speed and stealing ratings. If you want to put in a ***Pinch Runner*** press the Ⓨ Button. Once you reach the Manager Screen, move the ✚ Control Pad to ***Pinch Runner*** and press the Ⓐ Button. Move the ✚ Control Pad to the player you wish to remove and press the Ⓐ Button. Now move the ✚ Control Pad to the player you wish to pinch run and press the Ⓐ Button again. The player who was on the base will have been removed, and the pinch runner will be in his place. On certain levels of difficulty, a warning message will remind you that a player removed from the game cannot return to play, so be careful about who you remove.

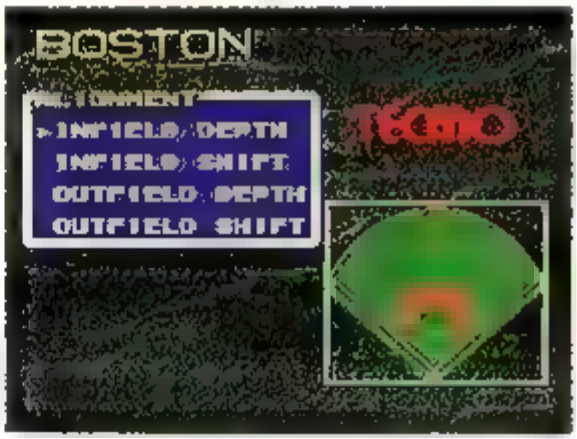
Team Data - If you want to examine your team's batting and pitching statistics, press the Ⓨ Button, and move the ✚ Control Pad to ***Team Data***. Once you have selected ***Team Data***, press the Ⓐ Button. ***Team Data*** allows you to examine your full team roster and their stats. If you want more information, read the section entitled ***Team Data***, on page 8.

Scoreboard - If you want to examine the inning by inning score, or examine team batting stats, go to the ***Scoreboard*** section. Press Ⓨ while the batting window is on the screen, and go to the Manager Window. Use the ✚ Control Pad to select ***Scoreboard***, and then press the Ⓐ Button. The ***Scoreboard*** screen will tell you the score, the total number and types of hits for each team, the total number of runs, as well as the batting average for each team. When you want to exit the ***Scoreboard***, press the Ⓑ Button.

Manager Pitching Options



To select your pitch, push the ✚ Control Pad in the direction of the desired pitch, and then press the Ⓐ Button to actually throw the ball. Your pitcher's best pitch, or ***Specialty Pitch*** will always be the fourth pitch listed. All pitchers can throw the Fastball, Curve and Change-up. The ***Specialty Pitch*** is the pitch with which the pitcher records most of his outs. The Specialty Pitch is always chosen by pressing left on the ✚ Control Pad.



Defense - When the Pitching Window is on the screen, press the Ⓧ Button to bring up the ***Defense Screen***. The ***Defense Screen*** allows the player to play different defensive alignments in order to help prevent base hits. The different defensive settings are different for the Infield and the Outfield.

Infield

Normal - This is the normal fielding position with the best chance to catch a routinely batted ball. This defensive alignment doesn't offer any great advantages, or disadvantages to balls put in play.

Double Play - When there is a base runner on first, and less than two outs, most managers put their infield in a Double Play formation. The Double Play formation moves the fielders deep in the infield so that a hard hit ground ball can score two outs. The disadvantage of Double Play depth is that it is susceptible to bunt plays by fast batters.

Infield In - When the score is very close, and there is a runner on third base with less than two outs, managers try to insure that another run is not scored by playing the Infield In. Playing the Infield In makes it easier to get an out on the base runner going home when a ground ball is hit. The disadvantage to playing with the Infield In is that it is much easier for the batter to get a base hit.

Deep - When a very powerful hitter is at the plate, you might want to play the infield deep in order to give your fielders a better chance to catch the ball. The disadvantage is that a few power hitters are also very fast, so they might beat out a slow rolling ball.

Half-Way - When there is a runner on first and you need to protect against the bunt, but you also want the chance for a double play, you will want the infield Half-Way. The disadvantage of playing the infield Half-Way is that it is not particularly effective in gaining the double play, or stopping the bunt, but it helps acquire better results than doing nothing.

Charge Bunt - When you are positive that the other player is going to attempt a bunt, you will want to use the Charge Bunt play. Charge Bunt tells the first baseman and third baseman to rush towards home plate in order to field a bunted ball. The advantage of charging a bunt is that one of the fielders might be able to throw out the lead runner who attempting to advance. Charge Bunt is also the best method for fielding a bunted ball. The main disadvantage is that if the batter decides to swing away, you will have very little chance of effectively fielding the ball.

Guard Lines - If you want to ensure that the other team doesn't start a rally, you might want to tell your first and third basemen to guard the lines. When the fielders at first and third stand on the baselines, they better prevent the chance of a batter gaining an extra-base hit. The disadvantage is that it is easier to single, but it is often better to force the offense to obtain three base hits to score a run, as opposed to just two.

Infield Shift

In addition to the various infield depths, you can also shift the infield in order to neutralize a pull hitter. If a right-handed hitter is at the plate, you can choose ***Shift Left*** in order to make it harder for the batter to get a base hit ***Shift Right*** would be the proper defense for a left-handed batter. The main disadvantage of putting on an infield shift is that it greatly opens a hole on the opposite side of the infield. If the batter is able to take the ball the other way, it usually means a hit.

Outfield

Normal - This is the normal fielding position with the best chance to catch a routinely batted ball. This defensive alignment doesn't offer any great advantages, or disadvantages to balls put in play.

Deep - If a power hitter is at the plate, you might want to play the outfield deep in order to prevent extra base hits. The disadvantage is that it is much easier to get a single with the outfield deep.

Shallow - If the winning run is on third, and you cannot allow a base hit, you might want play with the outfield shallow. The main disadvantage is that almost any ball hit past the outfield will fall for a base hit.

Guard Lines - If you want to ensure that the other team doesn't start a rally, you might want to tell your Left and Right fielders to guard the lines. When the Left and Right fielders stand near the baselines, they better prevent the chance of a batter gaining an extra-base hit. The disadvantage is that it forces the Center fielder to cover a very large area, as well as making it easier to single. Sometimes, though, it is better to force the offense to obtain three base hits to score a run, as instead of just two.

Outfield Shift

In addition to the various outfield depths, you can also shift the outfield in order to neutralize a pull hitter. If a right-handed hitter is at the plate, you can choose Shift Left in order to make it harder for the batter to get a base hit. Shift Right would be the proper defense for a left-handed batter. The main disadvantage of putting on an outfield shift is that it opens a large hole on the opposite side of the outfield. If the batter is able to take the ball the other way, it usually means an extra-base hit.

Intentional Walk

If there is a runner on second and first base is open, you might want to issue an Intentional Walk. After you have chosen the pitch you want to throw, press the [find Ⓧ button]. Intentional Walk is used to walk the hitter and face the weaker hitter who would bat next. The advantage of an Intentional Walk is that you set up the double play and you can neutralize a scoring threat. The disadvantage is that you give the other team a free base runner, and a walk puts the free base runner in scoring position, and a triple or home run brings an unnecessary run.

Pitch-Out

If there is a base-stealing threat, you might want to think about calling a Pitch-Out. A Pitch-Out is used to help your catcher throw out the base runner. When you call for a Pitch-Out, you throw the ball away from the hitter and the catcher jumps out from behind the plate in order to catch it. If the base runner was trying to steal, the catcher will have a much better chance of throwing the runner out. The disadvantage of a Pitch-Out is that you are giving the batter a free ball.

Pick Off

If there is a base runner taking too big of a lead, you might want to try a Pickoff play. A Pickoff is when the pitcher tries to throw the ball to the base before the runner can return to the base. If the fielder is able to tag the runner with the ball before he can return to the base, the base runner will be out. After you have chosen a pitch, press the Ⓑ Button and you will attempt to Pickoff the lead base runner. You can also use the Pickoff to keep a runner close to the bag, making it much more difficult to steal.

5. GETTING TO THE CHAMPIONSHIP

The baseball season requires that you play 162 regular season games. Due to the length of the season, it is normally the most consistent team who has been able to avoid major injuries, pitch, and play good defense who will win it all at the end of the season. You can reach the championship by polishing your skills, and using smart managing techniques. Listed below are some strategies which will help your team get the championship rings!

Batting Strategies

When you're up to bat, don't make the rookie mistake of swinging at the first pitch you see. Pitchers have a variety of pitches which come at different speeds. Try to see all of a pitcher's pitches, and then you will be able to time your swing and get a hit. Learn how to hit in different situations. Use a Contact swing when the Ball and Strike count is 0-2, and use a Power swing when the count is 3-1. You won't get a good pitch at a 1-2 count, but you might get a great pitch at 3-0. Try and develop your batting eye. Always try to get your leadoff hitter on base via hit or walk. Your leadoff man is normally your best base stealer, so having him on base can rattle a pitcher and cause him to throw more fastballs to your next batter. When stealing, it is usually harder to steal second base from a Left-Handed pitcher, than a Right-Handed one, because a Lefty is always watching the runner at first. A Lefty pitcher can even make an average catcher much harder to steal against. Don't be afraid to pinch hit in the later innings. Try not to pinch hit for your best hitters, or your best defensive players. Good defense in the late innings can kill a rally easier than your batters can create one. Learn who is slow on your team, as well as who is fast. You don't want a slow footed player to clog the base paths in the late innings. If a slow guy reaches base when you need a run, pinch run for him immediately.

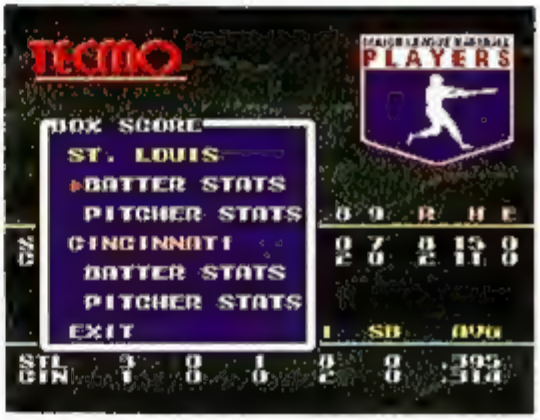
You can't expect to win without knowing your reserve players. Good teams have good players. Great teams have a great bench of reserve players. Also remember that you don't always need a hit to score a run. If your leadoff man walks, steals second, and then goes to third when the second player hits to the right side, you can hit a sacrifice fly to score with the runner. There are many ways to win a baseball game, so don't always try for a homerun.

Pitching Strategies

Never pitch the ball across the center of the plate. Balls which cross the center are usually the ones which are hit out of the park. Try to hit the corners of home plate when you have pitches to waste. Any time you have a ball-strike count of 0-1, 0-2, 1-2 you have pitches to waste. Don't let the other team's best player beat you if first base is open. Intentionally walk that hitter, and make the next guy beat you. Don't use your specialty pitch too much. Overusing the specialty pitch will cause your pitcher to tire. You shouldn't make the specialty pitch your first pitch either, try to use it as your finishing pitch. Almost always expect a bunt when the pitcher bats with men on base. You might also want to play your infield in when the pitcher bats without men on base. The pitcher is a weak hitter, so his balls won't be hit as hard as the other players. Try to jam batters by putting the ball in on their hands. Most batters have trouble on the inside pitch, but learn and beware the ones who don't! When you bring in a new pitcher, you almost always want a right-handed batter to face a right-handed pitcher, and a left-handed batter to face a left-handed pitcher. Try your best to get these types of match-ups. Don't use your closer if there is a score difference more than four runs. You can use any pitcher for mop-up work, and you always might need your closer later in the game. Put the defensive shift on known pull hitters. They might sometimes hit the ball the other way, but most of the time the will hit into the shift.

In closing, make the most of your team's talents. Don't try to steal base with a slow team, and don't always swing for power with a weak one. Good managers know what their team can and can't do, so you should do the same. Good managers also know what their opponents can and can't do, so try to force them to do what they can't, and prevent them from doing what they can. If you can always shut down your opponents strengths, you will be sure to wear the ring at the end of the season.

Tecmo Sport News



At the end of the game, the Tecmo® Sport News screen will display the line score for the entire game. Shortly after the line score is displayed, the ***Box Score*** window will appear. The ***Box Score*** window allows the player to examine how each individual player performed during the game. The visiting team is listed first, followed by the home team, and you can then examine either team's ***Batter Stats*** or the ***Pitcher Stats*** by moving the ✚ Control Pad to the desired stats and pressing the Ⓐ Button. Once the ***Box Score*** screen is visible, you can also see additional information by pressing to the right or left.

Batting Information

AB = At Bats
R = Runs
H = Hits
BI = Runs Batted In
BB = Bases on Balls
2B = Doubles
3B = Triples
HR = Home Runs
SB = Stolen Bases
SO = Strike Outs

Pitching Information

IP = Innings Pitched
H = Hits Allowed
R = Runs Allowed
ER = Earned Runs Allowed
BB = Bases on Balls Allowed
SO = Batters Struck Out
HR = Home Runs Allowed
TP = Total Pitches Thrown
B = Total Number of Pitches which were Balls
S = Total Number of Pitches which were Strikes

Statistical Formulas

The following formulas will help you compute your favorite player's, or team's statistics.

Batting Statistics

Batting Average = Hits ÷ At bats
Example - Anderson of BAL = 147 Hits ÷ 560 At Bats = .263

On Base Percentage = (Hits + Walks) ÷ (At Bats + Walks)
Example - Lofton of CLE = (185 H + 81 BB) ÷ 569 (AB + 81 BB) = .409

Slugging Percentage = First, add Hits + (2b x 2) + (3b x 3) + (HR x 4), and then subtract the number of 2b, 3b, and Homers. Now divide the total number of At Bats.
Example - Salmon of CAL = 146 H + (35 2b x 2 =)70 + (1 3b x 3 =)3 + (31 HR x 4 =)124 = 343. Now subtract the total number of double, triples and homers. 343 - (35+1+31=)67 = 276. Then divide this number by At Bats - 276 ÷ 515 = .5359 which rounds up to .536.

Pitching Statistics

E.R.A. (Earned Run Average) = Earned Runs x 9 Innings Pitched
Example - Maddux of ATL = 70 ER x 9 = 630 267 IP = 2.359 or an E.R.A. of 2.36

BR/9 (Base runners per Nine Innings) = Hits + Walks ÷ Innings Pitched
Example - Rijo of CIN = 218 H + 62 BB = 280. Now divide 280 by 257.1 IP = 1.088, or 1.09.

SO/9 (Strike Outs per Nine Innings) = Strike Outs divided by Innings Pitched
Example - Hersheiser of LA = 141 SO x 9 ÷ 215.2 = 5.89

90-DAY LIMITED WARRANTY TECMO GAME PAKS

90-DAY LIMITED WARRANTY:

Tecmo, Inc. ("TECMO") warrants to the original consumer that this Tecmo Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90-day warranty period, Tecmo will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Tecmo Consumer Division of the problem requiring warranty service by calling: 1-310-787-2900
   Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Tecmo service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of loss or damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

Tecmo, Inc. Consumer/Service Department:
Sequoia Commerce Center
19260 S. Van Ness Avenue
Torrance, CA 90501

This warranty shall not apply if the PAK had been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:

If the PAK develops problems after the 90-day warranty period, you may contact the Tecmo Consumer Department of the phone number noted above. If the Tecmo service technician is unable to solve the problem by phone, he may provide you with a quote for the repair cost and a Return Authorization number. You may then record this number on the outside packaging of the defective PAK and return the defective PAK "freight prepaid" to Tecmo, enclosing a check or money order for the amount quoted payable to Tecmo, Inc. Tecmo will, at its option, subject to the conditions above repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and your payment refunded.

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